

Title (en)

METHOD AND APPARATUS OF VARIABLE G FORCE EXPERIENCE AND CREATE IMMERSIVE VR SENSATIONS

Title (de)

VERFAHREN UND VORRICHTUNG FÜR VARIABLE G-KRAFT-ERFAHRUNG UND ZUR ERZEUGUNG IMMERSIVER VR-EMPFINDUNGEN

Title (fr)

PROCÉDÉ ET DISPOSITIF POUR RESENTIR UNE FORCE G VARIABLE ET CRÉER DES SENSATIONS DE RÉALITÉ VIRTUELLE EN IMMERSION

Publication

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Application

EP 10816567 A 20100919

Priority

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Abstract (en)

[origin: US2011067157A1] The present invention relates to variable low/zero gravity simulation systems. variable low/zero gravity condition is achieved by substantial immersion in a fluid environment ("buoyancy means") and using power assist means/robotic displacement devices such as exoskeleton to help user's movement/gravity compensation and/or relief or change loads on the subject's torso and limbs that caused by the weight and shape of the "Buoyancy means", so that user can experience the effect of the (variable) gravity environment being simulated, such as Zero gravity in which situation user could move effortlessly in a weightless environment. When combine with VR related technology, this can create vivid immersive simulations for extraterrestrial scenes and can be widely used for entertainment, game, training, healing and etc.

IPC 8 full level

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CPC (source: EP US)

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